

Brawler Bash VI



Fantasy Grand Tournament

RULESPACK

Gold Level Sponsors



GENERAL EVENT INFORMATION

What is it?

A Five round Warhammer Fantasy Battles singles event.

When is it?

Saturday, April 13th and Sunday, April 14th, 2013

Where is it?

The event will be held at

Atomic Empire
3400 Westgate Drive
Durham, NC 27707
(919) 490-7900

How much is it?

Registration is \$35 through March 16; after that, it increases to \$45. Registration will close on April 5th. If you choose to cancel your registration, a full refund will be granted as long as your request is received by 11:59 p.m. on April 5th. Please e-mail brawlerbash@atomicempire.com with any registration questions, or to cancel your registration.

What do you get for your ticket?

Five individual games of 8th Edition Warhammer Fantasy in the Grand Tournament

One entry into the Golden Brawler Painting Competition.

All your games will be played on Atomic Empire's tables during the weekend with first class painted and textured terrain.

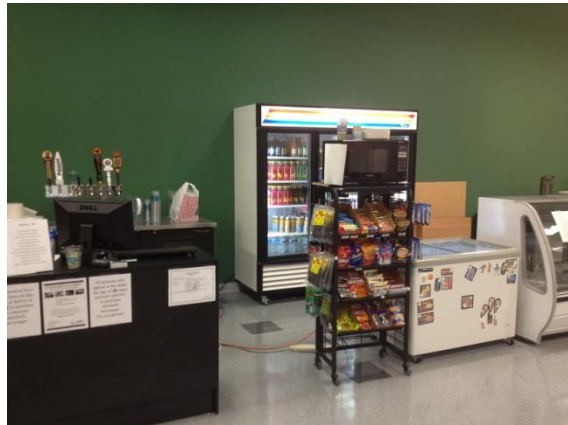
Spend your down time relaxing in the Atomic Empire bar.

ATOMIC EMPIRE



Atomic Empire (formerly Sci Fi Genre) recently moved into a brand new space just down the road from its old location in Durham, NC. Its new address is:

3400 Westgate Drive
Durham, NC 27707
(919) 490-7900



Players can enjoy a wide selection of miniatures and other games, including a large variety of miniatures from Games Workshop, Kings of War, Avatars of War, Privateer Press, Corvus Belli and more! Between games, players can also enjoy bottled and draft beers at the Atomic Empire bar, as well as non-alcoholic beverages, snacks, and meals. There are a variety of restaurants near the store as well.

The Golden Brawler

Along with entry to the Brawler Bash Fantasy Grand Tournament, your ticket will also allow you one entry into the Golden Brawler Competition. The Golden Brawler will be presented to the best single painted model entered into the competition, as chosen by the Grand Tournament players and judges by vote. Entries will come from both the 40K and Fantasy Grand Tournament, but only one Golden Brawler will be chosen.

Accommodations

There are several excellent hotels and motels nearby Atomic Empire. Here are a few of the closest to get you started. We have a reserved block of rooms available at a discounted price at the La Quinta, with a Confirmation Code of 0183GRZKFY. The La Quinta block rooms must be booked by 3/22/12.

La Quinta Inn and Suites – Durham / Chapel Hill
4414 Durham Chapel Hill Blvd, Durham, NC, 27707
866-527-1498
.49 Miles to the Store

Homestead Durham-University
1920 Ivy Creek Blvd, Durham, NC, 27707
866-539-0036
.51 Miles to the Store

SpringHill Suites by Marriott - Durham Chapel Hill
5310 Mcfarland Rd, Durham, NC, 27707
855-239-9485
1.9 Miles to the Store

Tournament Schedule:

Schedule

Friday:

Open Gaming 5:00 PM – 11:00 PM

Bull City Wargaming Live Trivia Challenge 6:30 PM

Saturday:

Doors open at 8:00 AM

Game 1: 9:00 AM – 12:00 PM

Lunch Break: 12:00 PM – 1:00 PM

Game 2 : 1:15 PM – 4:15 PM

Game 3: 4:30 PM – 7:30 PM

Sunday

Doors open at 8:00 AM

Game 4: 9:00 AM – 12:00 PM

Lunch Break: 12:00 PM – 1 PM

Game 5: 1:15 PM – 4:15 PM

Awards Ceremony: 4:30 PM

EVENT INFORMATION

Points Allowance: 3,000 Points, No Grand Armies

If you have any questions or queries about the event please contact your Tournament Organizer – Ben Tuite – for clarification.

There will be a limit of sixty-four players for the Warhammer Fantasy Grand Tournament.

Email: bullcitywargaming@yahoo.com

Players Need to Bring

Their army with at least six copies of your army list
Any templates, dice, counters or markers you may need.
A pen, calculator and some superglue
A movement tray (none are available onsite)
A copy of your Army book Rulebook and any other Rules you may need

Players need to sort

Some where to stay (see accommodation above)
Transport to and from the venue
Spending money for the weekend

The Organizers will provide

6' x 4' tables for the games to be played on
Pre-set terrain for the entire event
...and great looking trophies of course!

LIST SUBMISSION

Army lists must be submitted by 11:59 PM on Friday, April 5, 2013 via email to bullcitywargaming@yahoo.com

Players should note that all lists for the weekend will be OPEN.

Army lists should be submitted as Text, Word or Excel files. Army builder files will not be accepted. All lists will be checked for legality.

EVENT COMP

Army Restrictions:

Armies will be built using up to 3,000 points. (You may use less, but you are not allowed to go over, even by 1 point.)

Armies must be 75% painted to a three color minimum (by model count) to play in the Brawler Bash Fantasy Grand Tournament.

**** NO GRAND ARMY RULES****

Special characters WILL be allowed this year.

Armies must follow the restrictions on army selection from their own Warhammer Armies book and must use the most recent version of that army book. Dogs of War may NOT be taken.

Allowed Lists

Beastmen

Brettonnia

Chaos Dwarfs (Tamurkhan list only)

Daemons of Chaos

Dark Elves

Dwarfs

Empire

High Elves

Lizardmen

Ogre Kingdoms

Orcs & Goblins

Skaven

Tomb Kings

Vampire Counts

Wood Elves

Warriors of Chaos

OTHER EVENT INFORMATION

FIRST ROUND DRAW

This will be a random draw. Subsequent draws will be based on the Swiss System using your gaming score. Efforts will be made to keep club mates apart during the first two rounds.

MISSING A BATTLE

Should a player be over fifteen minutes late or miss a battle for whatever reason, a Referee or Reserve may be appointed to step in as a temporary spare player. If there are no referees or stand-ins available to fill the role of a missing player a bye will be awarded. Players who require a referee or reserve to stand in for them will forfeit their points for the round.

ROUND TIMINGS AND GAME LENGTH

As you have probably noted above, there is a strict timetable we need to adhere to. This will ensure that the event will run smoothly and people are able to leave in a timely fashion. In addition, to this Warhammer is a game of six equal turns. Failure to complete all six turns can result in the frustration of your opponent, advantages that would not normally have been gained and a general sense of annoyance about the game. Whilst we are aware that most players do finish their games on time occasionally this does not happen.

To this end, Brawler Bash has two provisions regarding the round timings and game length;

1. Announcements will be made throughout the round indicating the amount of time remaining, and at 15 minutes to go. At this stage, we would strongly suggest that you complete your game, ensuring that equal turns have been played and to then submit your results. If you fail to hand in the results slip on time, you will be given a warning. If you fail to hand in the results slip a second time, your score (for both players) will be reduced to zero.
2. If a referee asks you to stop playing, and this request is refused, then the refusing player(s) will have their score for that round being reduced to zero. In addition, at the absolute discretion of the organizers a further point's penalty may apply to your tournament score.

GAMING SCORES

This is the BRAWLER BASH; not the “Timid Tussle” or the “Scaredy-Cat Shakedown!” As such, Brawler Bash uses the Carnage Scoring System.

Bash Battle Points will be awarded on a 1 for 1 basis for how many VP you score from your opponent.

NOTE Maximum total points of 5,000 per round.

Example: You win your game and score 2187 VP from your opponent while he only scores 1150 VP from you. You have a total of 2187 points for the round while your opponent walks away with 1150 points total.

For turning in your results on time each round you will receive an additional +100 Points (so a possible +500 points during the weekend) -These points are NOT part of the 5,000 per round maximum.

Scenarios can also give players an opportunity to gain extra VP.

- Victory points are worked out as per the Warhammer Rule Book with the following exceptions:
- Units that are at 25% or less of their original models yield 50% VP's to the opponent (characters, monsters and handlers, war machines and single models are unaffected).
- Units that are fleeing at the end of the battle yield 50% VP's to the opponent.
- Characters and single models that have half or less wounds remaining at the end of the battle give up 50% VP's.
- Ridden monsters give up separate VP's (i.e. if you kill just the monster you score the monsters VP's but not the riders and vice versa).
- In both cases, bonuses (for generals, banners, etc.) are not counted towards the 50%. Units that are both: fleeing and at/below ¼ strength still only yield 50% VP's.

In addition to these points, the wildly popular scenario cards will again be in use for the Bash.

The Battlefield and Strategy Cards

Terrain placement is fixed for this tournament (Obviously spells and other abilities which move terrain will still function normally, just re-place the terrain when your game is over please.)

Terrain special rules will be used for this tournament. If there is not a card on the table that details the rules for the terrain piece, then you will need to roll for the random effects (if any are needed).

*Unique scenarios will be used for all 5 games. These will be based on the book scenarios so

plan accordingly! (**Cough** Fortitude **Cough**)

Below are six cards, five describing bonus point objectives and special rules and one “Your Lucky Day” card. After deployment, but before scouts are placed, both players must choose one strategy card from those remaining to them and place it on the table.

You MUST choose a card to play each round. Each card can only be used once during the tournament (including Your Lucky Day) and the card must be turned in when your results are reported.

Only the card player may gain bonus points based upon their card in play.

Card 1: Take the Field!

+500 VP for controlling more table quarters than your opponent at the end of the game. To control a table quarter you need to have fortitude there (i.e. General or a banner). The most fortitude in a quarter controls that quarter. In the event of a tie then neither player controls that quarter.

Special Rules: One core unit or solo character may make a Vanguard move. All normal Vanguard rules apply. (Units already capable of a Vanguard move receive no added bonus)

Card 2: No Glory in Death

+500 VP for keeping your most expensive unit/model (NON-Character) above half for the entire battle.

Special Rules: The player of this card automatically wins the roll to see who goes first, they may then choose to go first or allow their opponent to go first. If both players choose this card then roll off as normal.

Card 3: Operation Anaconda

+500 VP for killing enemy general.

("killing"= opponent's general not being alive for any reason at the end of the game.)

Special Rules: Your General gives a rousing speech to spur his/her troops to victory. At the start of any one of your turns you may declare that you are using this special rule and claim a +1 to the Leadership of your general (up to the normal max of LD10) It lasts until the start of your next turn.

Card 4: Broken Arrow

+500 VP for having all of your dispel/power dice generating characters/units alive at the end of the game.

(If you have none of either to start with, you automatically get these points!)

Special rules: For the first turn of this game all your opponent's spells miscast on double 1's as well as double 6's. (note: double 1's do NOT cause IF)

Card 5: Live to Fight Another Day

+500 VP for having a unit that successfully (is not caught in that turn) flees from a charge.

**IF your army contains NO units or characters capable of fleeing at the start of the game THEN you may earn +500 bonus points if one of your characters (not champions) refuses a challenge during the game.

Special rules - Add d3 inches to one "flee" charge reaction during the battle. This must be declared prior to rolling any dice.

Card 6: Your Lucky Day

This card is useable only ONCE during the tournament.

Before any 2d6 roll is made (but not before a re-roll, such as that given by a battle standard-bearer), a player may employ Your Lucky Day. This automatically makes the result of the roll a 7 without actually rolling dice.

Note that Your Lucky Day cannot be used to change two dice within a number of other dice rolled—it must be a straight 2D6 roll and not a 3D6, for example. Additionally, Lizardmen may use the Lucky Day for a single leadership test (as well as any other straight 2d6 roll), except for a re-roll such as that given by a battle standard-bearer.

Your Lucky Day may NOT be used for the Winds of Magic 2d6 roll. Your Lucky Day roll may only affect the dice of the person playing the card.

****Alternate use of Your Lucky Day****

You may choose to use Your Lucky Day after both players have played their scenario cards, but before the battle starts, to nullify the special rules of your opponent's card. However, they will still gain bonus points based on their card.

Other Scoring

PAINTING SCORES

Painting Scores will be determined using the Attached Painting Checklist, a copy of which can be found at <http://bit.ly/TMdNr7>

In addition, players can score additional points based on:

Judge's Choice: Players will receive three points for each of the two judges that chooses that player's army as their favorite.

Player's Choice: An army that wins the Player's Choice award will receive nine extra points.

Player's Choice Runner-Up: An army that comes in second in Player's Choice voting will receive six extra points.

Player's Choice Third Place: An army that comes in third in Player's Choice voting will receive three extra points.

The Player with the highest overall Painting Score is the Bash Brush.

Painting points will be multiplied by 120 and then added to battle and sportsmanship points for purposes of determining Best Overall. Tiebreaker for this category is battle points.

ARMY LIST SCORE

List submitted on or before deadline: **1000 pts**

Payment received on or before deadline: **1000 pts**

SPORTSMANSHIP SCORE

We have learned several lessons from past Bashes, the main one being: Everyone is a good sport! Therefore we have adopted a sports scoring system that provides more separation in scores amongst the spectacular sports player base that we have at the Bash every year.

At the end of game 5 on Sunday, each player will place their 5 opponents in order from Good to Stellar-Awesomesauce! starting with #1 being your most enjoyable opponent and #2 being your second most enjoyable opponent... so on and so forth. You **MUST** do this and turn it in to have your game 5 results counted.

*Note: For Over-All Score purposes the sportsmanship score will be converted to :

Being ranked a #1=1500 points

Being ranked a #2=1250 points

Being ranked a #3=1000 points

Being ranked a #4=750 points

Being ranked a #5=500 points

IF your total sports score would be less than “3500” you will receive a score of “3500” instead. Therefore, the sports score that counts for your over-all score will be between 3500-7500 points. The player with the highest total wins Bash Crasher. Tie-breaker for this category is battle points.

WINNING THE TOURNAMENT

Prizes will be awarded for:

First through Third Place Best Overall (Total Battle Points + Sportsmanship Points + Painting Points. Battle Points Tiebreaker)

First through Third Place Best General (Total Battle Points. Sportsmanship Points Tiebreaker)

First Through Third Place Best Painted Army (Total Painting Points. Battle Points Tiebreaker)

First Through Third Place Best Sportsman (Total Sportsmanship Points. Battle Points Tiebreaker)

The Golden Brawler (Single Model Painting, chosen by Player Voting)

Best in Race for each Race Present at the Bash (Trophy Only. Total Battle Points + Sportsmanship Points + Painting Points as compared to other players with the same army. Battle Points Tiebreaker)

Sponsors

